

I claim:

1. An anti-personnel device for use in war gaming exercises comprises at least one launching mechanism for launching at least one projectile outwardly from said anti-personnel device, said launching mechanism comprising at least two movable members biased in opposing directions, said movable members having a material affixed to the ends thereof, said material comprising a loop depending from said ends of said movable members wherein said material captures said at least one said projectile in said loop when said movable members are in a closed, armed position.

2. An anti-personnel device as in claim 1 wherein said movable members of said launching mechanism are resettable to said closed, armed position thus rendering said anti-personnel device re-useable.

3. An anti-personnel device as in claim 1 wherein at least one of said movable members has a latching mechanism associated therewith for holding said movable members in said closed, armed position, said latching mechanism comprises a latch plate overlying the ends of said movable members, said latch plate having a terminal end thereof captured by a latch hook.

4. An anti-personnel device as in claim 3 wherein said latching mechanism has a releasing mechanism associated therewith, said releasing mechanism moving said latch hook from engagement with said latch plate.

5. An anti-personnel device as in claim 4 wherein said releasing mechanism has a trip wire affixed to a lever end thereof for moving said latch hook from engagement with said latch plate when said trip wire is moved a predetermined distance.

6. An anti-personnel device as in claim 4 wherein said releasing mechanism has an electrical wire affixed to a lever end thereof for moving said latch hook from engagement with said latch plate when said electrical wire is energized from a remote source.

7. An anti-personnel device as in claim 6 wherein said electrical wire is a Nickel/Titanium alloy which shrinks upon application of electrical current.

8. An anti-personnel device as in claim 1 wherein said launching mechanism is affixed to a mounting base of an enclosure and said latch plate is affixed to a cover of said

closure.

9. An anti-personnel device as in claim 8 wherein said least one projectile is inserted into said loop through a hole in said mounting base of said enclosure.

10. An anti-personnel device as in claim 8 wherein said least one projectile is inserted into said loop through a space between said mounting base and said cover of said enclosure.

11. An anti-personnel device as in claim 1 wherein said at least one projectile is selected from the group comprising paintballs, hollow thermoplastic balls, metal BB's, elastomeric BB's, soap pellets, rubber pellets, Buckshot or other simulated munitions.

12. An anti-personnel device as in claim 1 wherein said material is removably affixed to said ends of said movable members whereby said material may be replaced when worn.

13. An anti-personnel device for use in war gaming exercises comprises at least one launching mechanism for launching at least one projectile outwardly from said anti-personnel device, said launching mechanism comprising a movable member biased in a direction away from a fixed member, said members having a material affixed to the ends thereof, said material comprising a loop depending from said ends of said members wherein said material captures said at least one said projectile in said loop when said members are in a closed position, at least one of said members having a latching system associated therewith for holding said movable members in said closed, armed position.
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14. An anti-personnel device as in claim 13 wherein said movable member of said launching mechanism is resettable against said fixed member to said closed, armed position thus rendering said anti-personnel device re-useable.

15. An anti-personnel device as in claim 13 wherein said at least one projectile is selected from the group comprising paintballs, hollow thermoplastic balls, metal BB's, thermoplastic BB's.

16. An anti-personnel device for use in war gaming exercises comprises an array of launching mechanisms, said launching mechanisms having means for launching multiple projectiles outwardly from said anti-personnel device in a random pattern, each said launching mechanism of said array comprising at least two movable members biased in opposing directions, said

5 members having a material affixed to the ends thereof, said material comprising a loop depending from said ends of said members wherein said material captures said projectiles in said loop when said members are in a closed position, at least one of said members having a latching mechanism associated therewith for holding said members in said closed position.

17. An array of anti-personnel device as in claim 16 wherein said array has a common a trip wire associated with said latching mechanism of each of said launching mechanisms for releasing said latching mechanism when said trip wire is moved a predetermined distance.

18. An array of anti-personnel device as in claim 17 wherein said all anti-personnel devices of said array are actuated simultaneously.

19. An array of anti-personnel device as in claim 17 wherein said anti-personnel devices of said array are actuated sequentially.

20. An anti-personnel device as in claim 16 wherein said projectiles are selected from the group comprising paintballs, hollow thermoplastic balls, metal BB's, thermoplastic BB's.